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Memory-Aware Scheduling Of Tasks Sharing Data On Multiple GPUs

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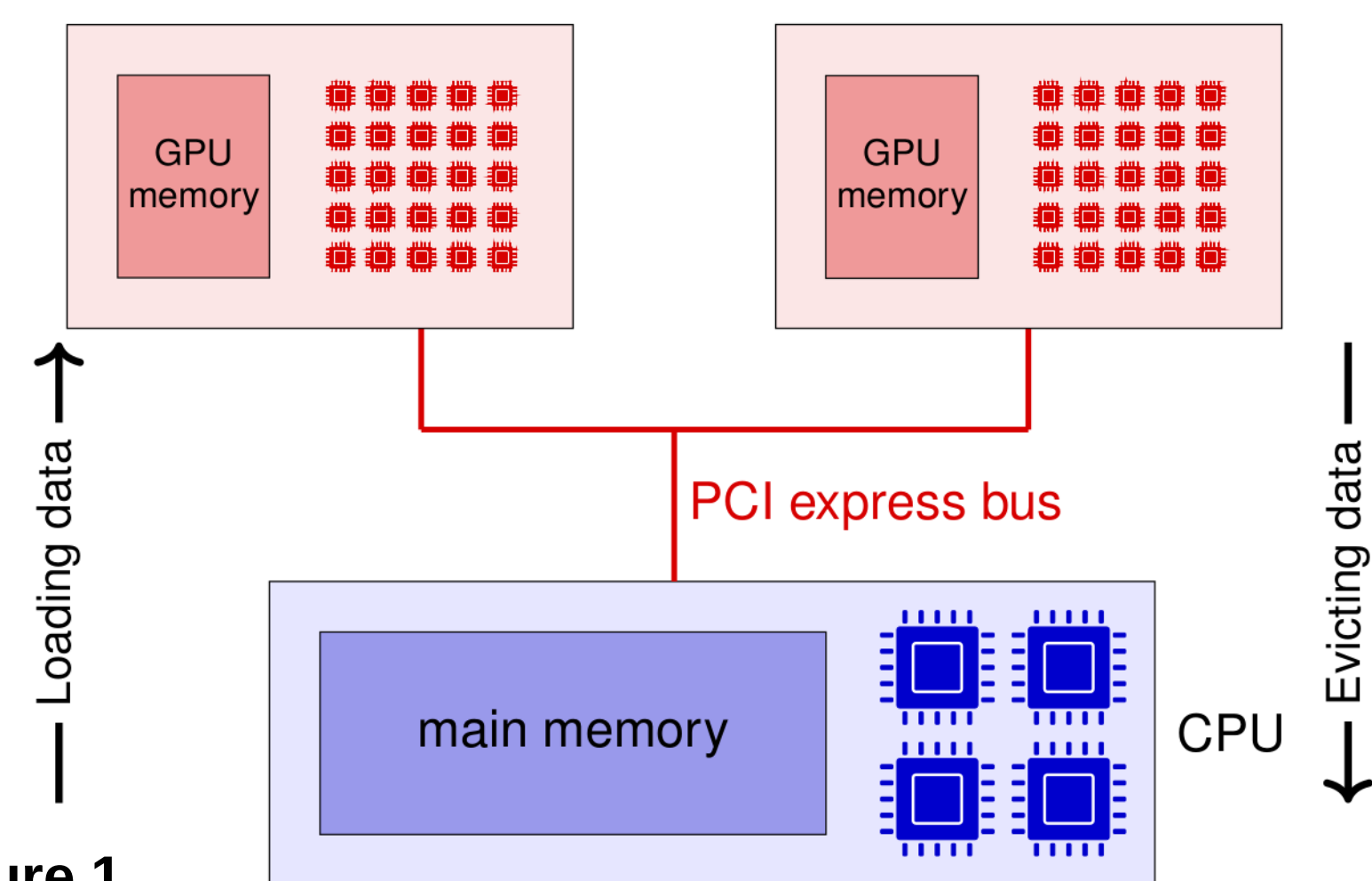
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Of Tasks Sharing Data On Multiple GPUs

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Motivation: Extract peak performance from GPUs

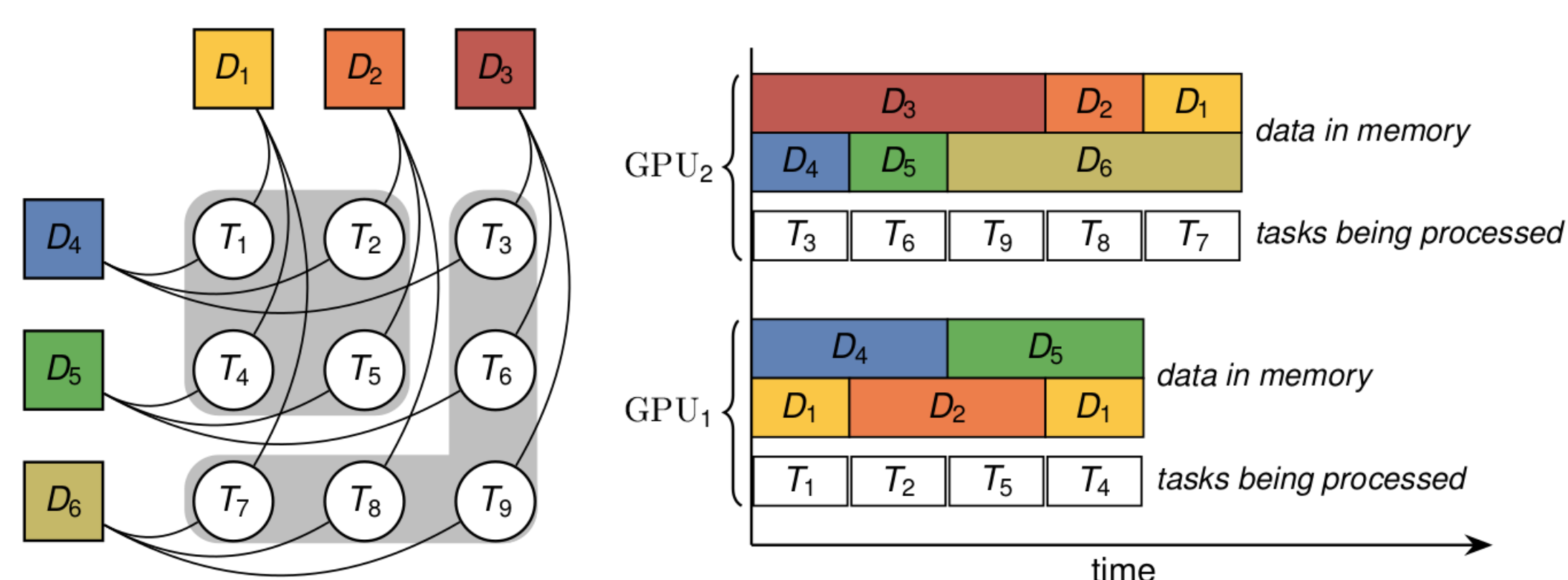


- Scientific application uses a huge quantity of data
- GPUs can calculate quickly but their memory are limited
- The PCI bus becomes a bottleneck when large amounts of data need to be loaded

Figure 1

To get peak performance we need to minimize the number of access to the main memory

Framework and objectives



- Independent tasks sharing data
- Same size data
- Multiple GPUs with limited memory

Figure 2: Example with a memory of size 2 data. The graph of input data dependencies is shown on the left. The figure on the right corresponds to the partition and schedule produced by the scheduler

- Objective 1: Minimize the number of tasks on each GPU
- Objective 2: Minimize the amount of data loads on each GPU

Algorithms from the state of the art

Using (hyper-)graph partitioning: hMETIS

- Hypergraph \Rightarrow Represents a data being shared by multiple tasks
- hMETIS produces subsets of task that maximize the amount of edges (data shares) inside each subset
- We add dynamic reordering and task stealing to improve performance

EAGER

Process tasks in the order in which it receives them \Rightarrow our baseline

Deque Model Data Aware Ready (DMDAR):

Schedules tasks where their completion times are expected to be minimal. Uses a ready strategy to favor tasks whose data has already been loaded into memory.

A novel strategy: Data-Aware Reactive Task Scheduling (DARTS)

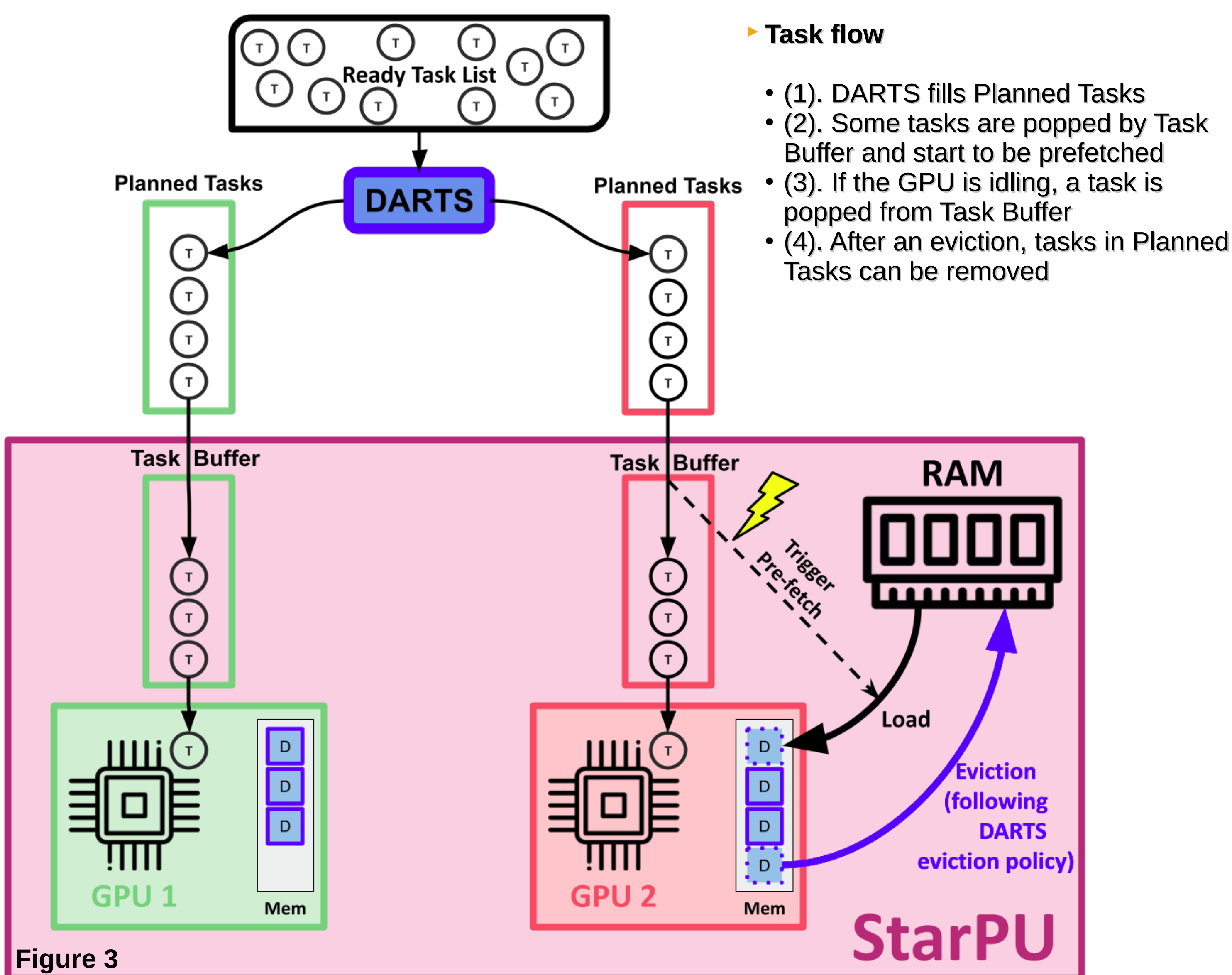


Figure 3

Intuition : Consider data locality before task allocation

Strategy

- Find the optimal data D such that the number of tasks depending on D and on other data in memory is maximum
- Fill plannedTasks with these tasks

Our eviction policy : Least Used in the Future (LUF)

- If possible, evict data not useful for any task in taskBuffer and used by a minimal number of tasks in plannedTasks
- Otherwise, evict data whose next usage is the furthest in the future in plannedTasks
- Update plannedTasks

Experimental evaluations on independent taskset

- Tesla V100 GPUs with a 12000 MB/s PCI bandwidth
- GPU memory limited to 500 MB to better distinguish the performance even on small datasets
- 10 runs per experiment (deviation < 2%)

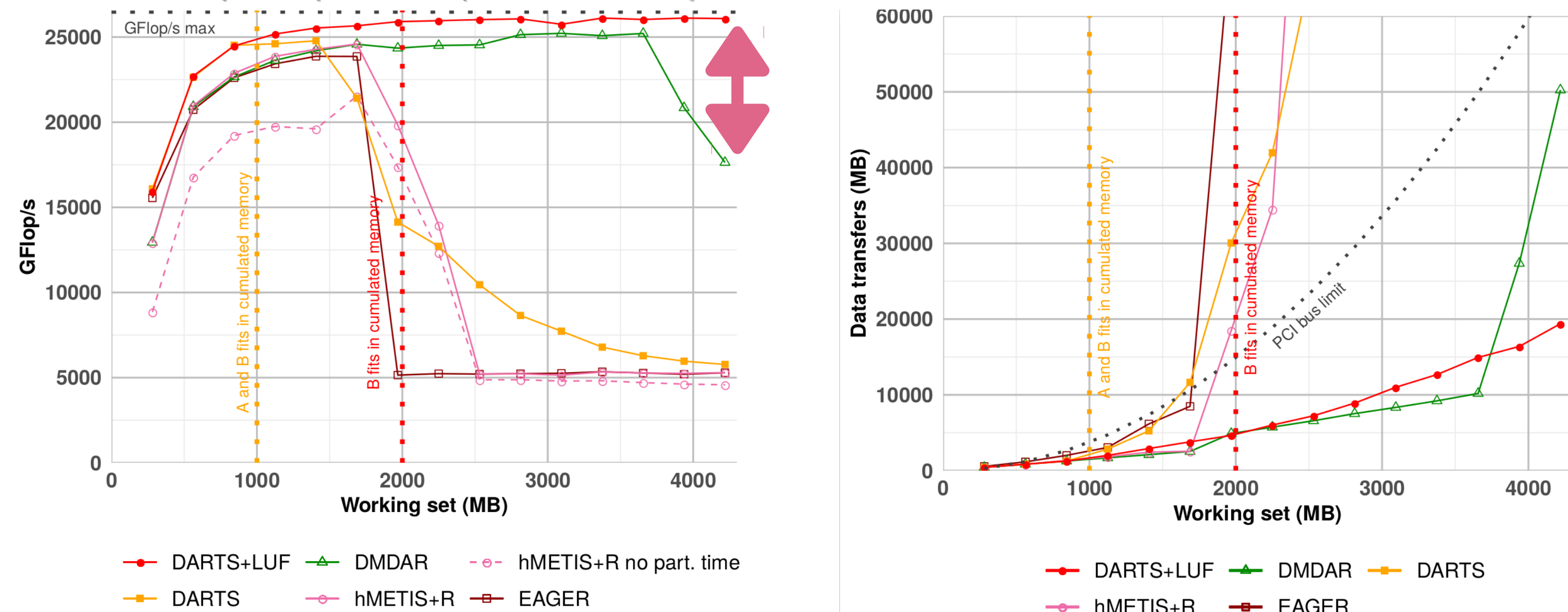


Figure 4: GFlop/s (left) and data transfers (right) on a tiled (1 x n) Matrix Multiplication in outer product order with 2 Tesla V100 GPUs

Dotted horizontal black line: maximum GFlop/s the GPUs can achieve
 Red dotted vertical line: the cumulated GPUs memory can fit exactly one of the two input matrices
 Orange dotted line: It can accommodate both input matrices
 Black diagonal dotted line: maximum number of transfers that can be done during the minimum time for computation \rightarrow the hard limitation induced by the PCI bus bandwidth

- Pathological matrix size due to LRU's eviction policy when the memory is a constraint (after the red dotted line) for EAGER, hMETIS and DARTS

- DMDAR suffers from a conflict between prefetches and evictions
- DARTS+LUF stays close to the asymptotic goal !

DARTS nicely overlaps communications and computations

- hMETIS suffers from a large scheduling cost
- DARTS can be used with a reduced complexity (DARTS+OPTI) by stopping the search for the optimal data earlier.
- Even without memory limitation, DARTS outperforms DMDAR

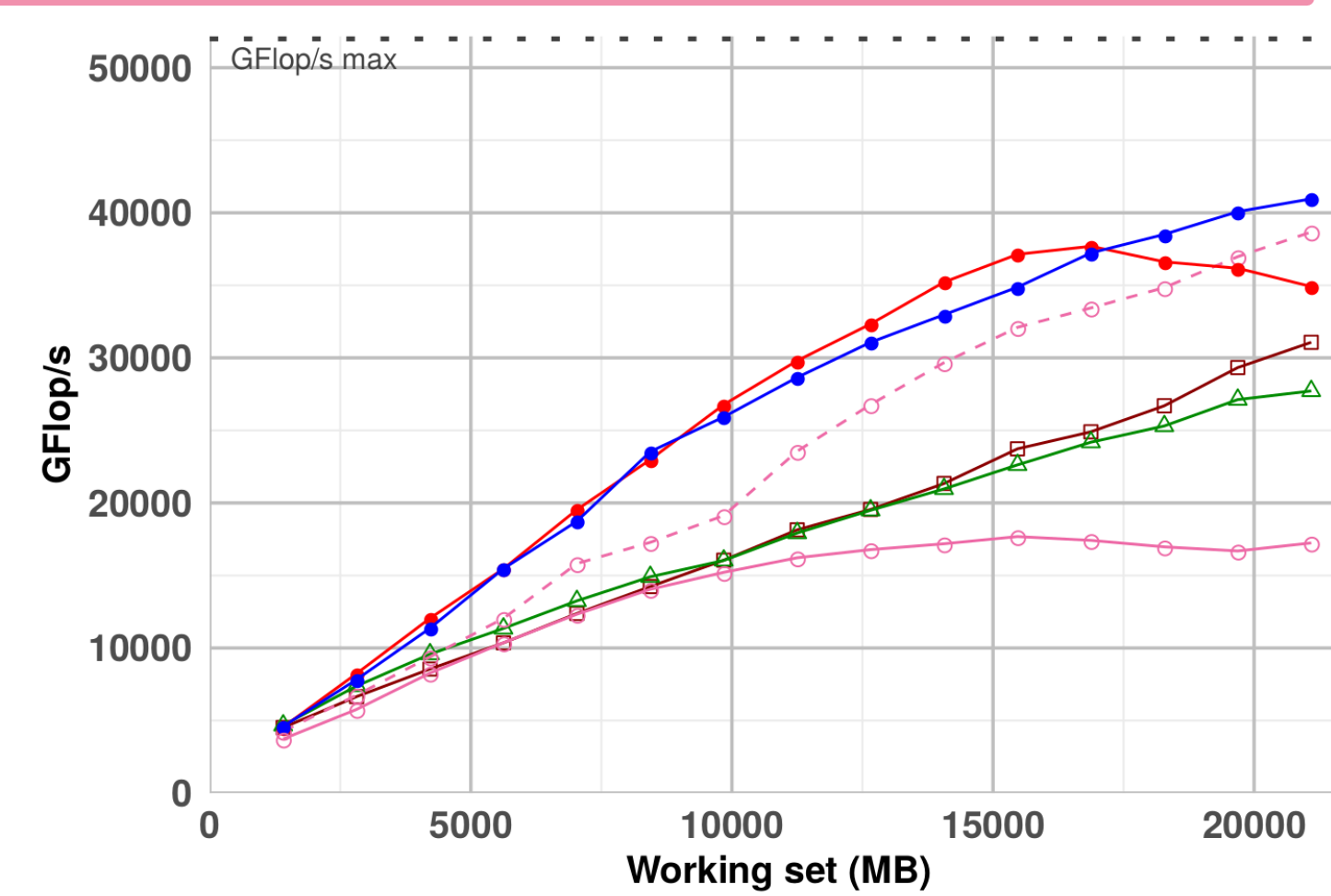


Figure 5: Tiled sparse Matrix Multiplication in outer product order without memory limitation (32GB by GPU) with 4 Tesla V100 GPUs

DARTS produces a processing order that best distributes transfers over time \Rightarrow Better performance even without memory limitation

Experimental evaluations with dependencies

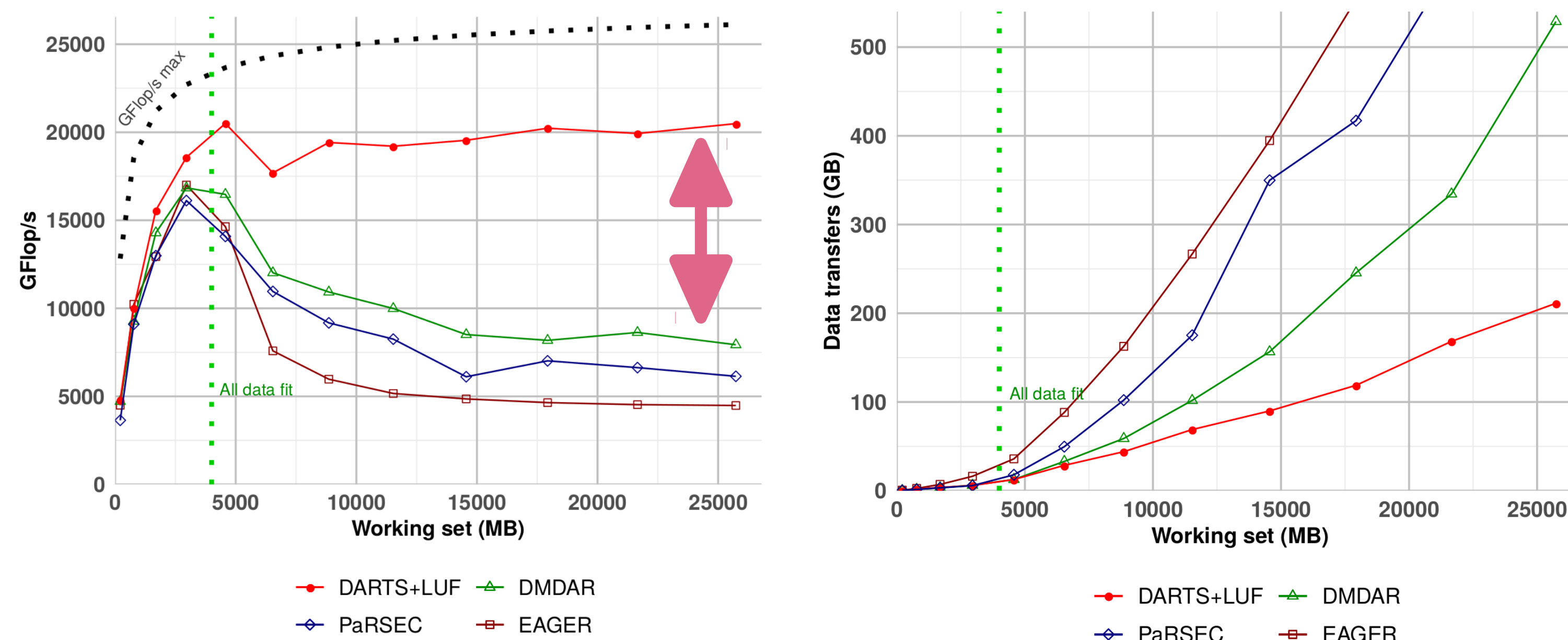


Figure 6: Cholesky decomposition with 2 Tesla V100 GPU

- When choosing the optimal data with dependencies, DARTS takes into account the transfer time, priority and length of task associated with each data.
- DARTS achieves better performances once the memory is a constraint (on the right of the green dotted line) and behaves as DMDAR when the memory is not limited (on the left). It also greatly reduces data transfers. DARTS outperforms the scheduler from PaRSEC, a state-of-the-art runtime.

Summary and conclusion

Motivations :

- High-performance computing applications, like weather and climate forecasting, have an increasing demand in computer power
- GPUs have a large computation power but have a limited memory. This, coupled with the share of a single PCI express bus by multiple GPUs induce a large amount of data transfers which reduces performance \Rightarrow Limiting data movement is crucial to extract the most out of GPUs

\Rightarrow We provide a new algorithm (DARTS) and a new eviction policy (LUF) focused on data locality

Results : DARTS+LUF achieves good performance because it :

- Limits data transfers thanks to the finding of an optimal data and an adapted eviction policy
- Overlaps communication and computations by distributing transfers over time
- Can be used with a reduced complexity
- Can deal with priorities

Areas for improvement:

- Manage multiple MPI nodes
- Use other out-of-core applications (DARTS is not specific to GPUs!)



You can learn more about my work on my website